

JAVA.UTIL.PROPERTIES CLASS

http://www.tutorialspoint.com/java/util/java_util_properties.htm

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Introduction

The **java.util.Properties** class is a class which represents a persistent set of properties. The Properties can be saved to a stream or loaded from a stream. Following are the important points about Properties:

- Each key and its corresponding value in the property list is a string.
- A property list can contain another property list as its 'defaults', this second property list is searched if the property key is not found in the original property list.
- This class is thread-safe; multiple threads can share a single Properties object without the need for external synchronization.

Class declaration

Following is the declaration for **java.util.Properties** class:

```
public class Properties
    extends Hashtable<Object, Object>
```

Field

Following are the fields for **java.util.Properties** class:

- **protected Properties defaults** -- This is the property list that contains default values for any keys not found in this property list.

Class constructors

S.N.	Constructor & Description
1	Properties() This constructs creates an empty property list with no default values.
2	Properties(Properties defaults) This constructs creates an empty property list with the specified defaults.

Class methods

S.N.	Method & Description
1	<u>String getProperty(String key)</u> This method searches for the property with the specified key in this property list.
2	<u>String getProperty(String key, String defaultValue)</u> This method searches for the property with the specified key in this property list.

3	<u>void list(PrintStream out)</u> This method prints this property list out to the specified output stream.
4	<u>void list(PrintWriter out)</u> This method prints this property list out to the specified output stream.
5	<u>void load(InputStream inStream)</u> This method reads a property list (key and element pairs) from the input byte stream.
6	<u>void load(Reader reader)</u> This method reads a property list (key and element pairs) from the input character stream in a simple line-oriented format.
7	<u>void loadFromXML(InputStream in)</u> This method loads all of the properties represented by the XML document on the specified input stream into this properties table.
8	<u>Enumeration<?> propertyNames()</u> This method returns an enumeration of all the keys in this property list, including distinct keys in the default property list if a key of the same name has not already been found from the main properties list.
9	<u>void save(OutputStream out, String comments)</u> This method reads a.
10	<u>Object setProperty(String key, String value)</u> This method calls the Hashtable method put.
11	<u>void store(OutputStream out, String comments)</u> The method writes this property list (key and element pairs) in this Properties table to the output stream in a format suitable for loading into a Properties table using the load(InputStream) method.
10	<u>void store(Writer writer, String comments)</u> The method writes this property list (key and element pairs) in this Properties table to the output character stream in a format suitable for using the load(Reader) method.
11	<u>void storeToXML(OutputStream os, String comment)</u> This method emits an XML document representing all of the properties contained in this table.
12	<u>void storeToXML(OutputStream os, String comment, String encoding)</u> This method emits an XML document representing all of the properties contained in this table, using the specified encoding.
13	<u>Set<String> stringPropertyNames()</u> This method returns a set of keys in this property list where the key and its corresponding value are strings, including distinct keys in the default property list if a key of the same name has not already been found from the main properties list.

Methods inherited

This class inherits methods from the following classes:

- java.util.Hashtable
- java.util.Object

